



Timur Kvasov

Concept Designer and Digital Illustrator

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ABOUT ME

Concept designer and illustrator with more than 5 years of professional experience in video games industry, film industry and Illustration.

WORK EXPERIENCE

5518 Studios, Los Angeles – Freelance Concept Designer

May 2019 - March 2020

Created concepts of characters, environments, frames and props for various outsource projects of studio partners.

GameCo Studios, Paris – Freelance Illustrator

November 2019 - February 2020

Created backgrounds for outsource animation project.

My.Com, Moscow – Freelance Concept Designer

August 2019

Created some character concept sketches for an AAA first-person shooter.

Freelance, Saint Petersburg – Concept Artist and Illustrator

February 2019 - May 2019

Created characters for indie game “Highfleet”, created illustrations for unannounced TCG, developed characters for AAA shooter (nda work).

Bitbox Ltd, Moscow – Concept Artist and Illustrator

January 2017 - February 2019

Created concept art and promotional art for sandbox medieval game “Life is Feudal”, strategy city builder “Forest Village” and mmofps “Agony of War”.

3DD Productions, London – Freelance Illustrator

July 2017

Created illustrations for documentary TV series “Myths & Monsters”.

SKILLS

Concept Design, Illustration, Digital Painting, Sketching, Photobashing, 3d Sketching, Matte Painting.

SOFTWARE

Photoshop, 3d Coat, Blender, Zbrush, Keyshot, Marvelous Designer.

LANGUAGES

Russian, English.

ACHIEVEMENTS

Smirnov School. I gave a lecture “Photobashing is not cheat, but an instrument” on January 11, 2020.

Skills Up School. I gave a lecture “Photobash and 3D for concept artist” on February 21, 2020.

ImagineFX. Publication in magazine issue #185.

Magic CG. Publication in magazine issue #69.

GreenFX, Saint Petersburg - Freelance Matte Painter

June 2017

Created matte painting for russian movie "Frontier".

Gaming Boom Studios, Moscow - Freelance Concept Artist

December 2016 - January 2017

Created concept art for arcade race game "LifeRace".

White Noise Team, Saint Petersburg - Freelance Concept Artist

November 2016 - December 2016

Created environment art for horror game "Twin Soul".

Freelance, Saint Petersburg - Concept Artist and Illustrator

July 2016 - November 2016

NDA work. Created concept art and ingame art for mobile game under Hollywood license.

Alexanna Games, Saint Petersburg - Concept Artist and Illustrator

February 2015 - July 2016

Created concept art and ingame art for mobile tcg "Lords of Asteria" and environment concept art for unannounced mobile game.

Prelude Games Factory, Saint Petersburg - Freelance Concept Artist

January 2015 - February 2015

Created environment concept art for mmorpg "Dogma: Eternal Night".

Hobby World, Moscow - Freelance Illustrator

January 2013 - May 2013

Created illustrations for trading card games "Berserk" and "Berserk Heroes".

EDUCATION

Stavropol State Pedagogical Institute, Stavropol - A master's degree in Graphic Design.

September 2008 - March 2014